HERE'S HOW TO PLAY

FOOTBALL II

MATTEL ELECTRONICS®

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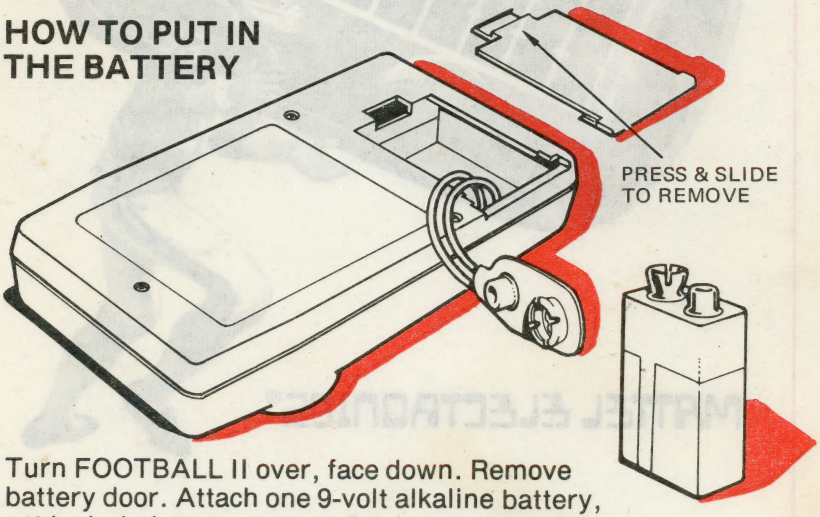
1050-0920

FOOTBALL II

PLAYER No.1 - HOME TEAM
PLAYER No.2 - VISITOR TEAM

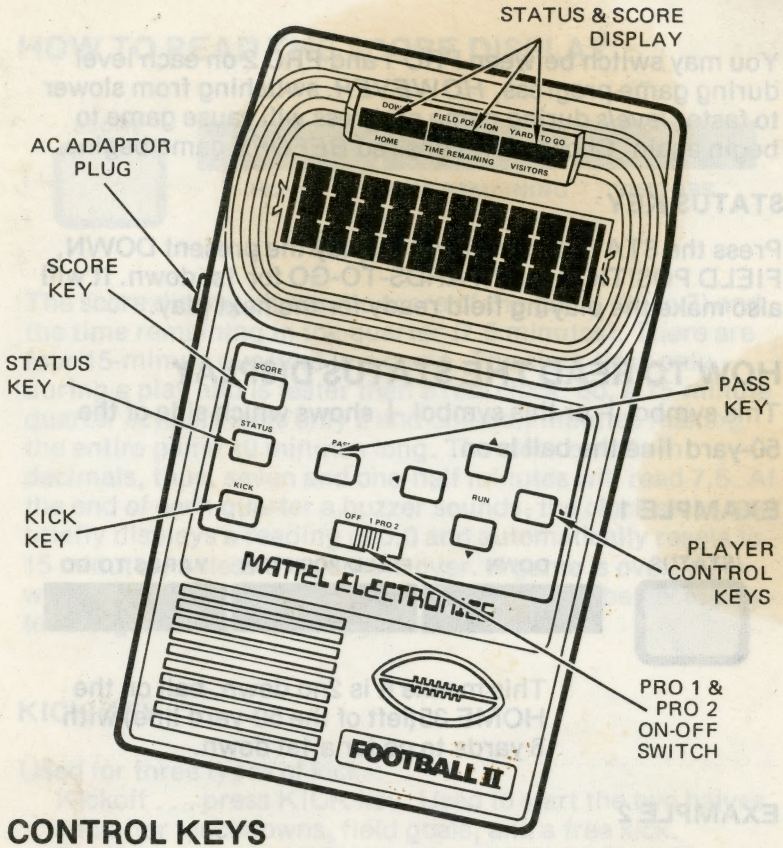
- TWO PLAYERS PLAY AGAINST EACH OTHER AND A COMPUTER!
- PLAYERS CONTROL "RUNNING BACK" ON **OFFENSE . . .**
- THE COMPUTER CONTROLS THE **DEFENSE!**
- FOOTBALL IS RUNNING AND PASSING!
- FOOTBALL IS KICKING!
- **FOOTBALL II** GIVES YOU ALL THREE!

HOW TO PUT IN THE BATTERY



Turn FOOTBALL II over, face down. Remove battery door. Attach one 9-volt alkaline battery, not included, to connector. Replace battery door.

You may use a 9-volt alkaline battery or Mattel Electronics AC Adapter if your game is equipped for an adapter. (both sold separately)



CONTROL KEYS

OFF Game is turned off.

PRO 1 & PRO 2

	SPEED NO. 1	SPEED NO. 2
LEVEL I	Slow Speed. Move OFF switch to PRO 1.	Moderate Speed. Move OFF switch to PRO 2.

	SPEED NO. 3	SPEED NO. 4
LEVEL II	Fast Speed. Press and hold KICK key while switching from OFF to PRO 1.	Fastest Speed. Press and hold KICK key while switching from OFF to PRO 2.

You may switch between PRO 1 and PRO 2 on each level during game progress, *HOWEVER*, switching from slower to faster *levels* during game progress will cause game to begin again. Choose level desired *BEFORE* game begins.

STATUS KEY

Press the STATUS key. It will display the present DOWN, FIELD POSITION, and YARDS-TO-GO for 1st down. It will also make the playing field ready for the next play.

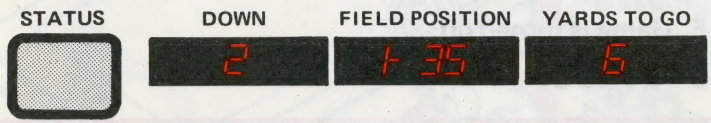
HOW TO READ THE STATUS DISPLAY

This symbol ⊢ or this symbol ⊣ shows which side of the 50-yard line the ball is on.

EXAMPLE 1

This means it is 2nd down, ball on the HOME 35 (left of the 50-yard line) with 6 yards to go for a 1st down.

EXAMPLE 2

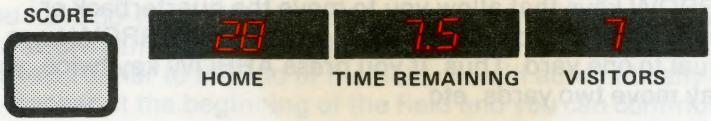


This means it is 2nd down, ball on the VISITOR 35 (right of the 50-yard line) with 6 yards to go for a 1st down.

SCORE KEY

Press the SCORE key. It will display the score of the game and the time remaining in the quarter. Like the STATUS key it will also make the playing field ready for the next play.

HOW TO READ THE SCORE DISPLAY



The score display shows the score of the game (28 to 7) and the time remaining in the quarter (7.5 minutes). There are four 15-minute quarters in a game. The clock ticks only during a play and is faster than a real clock. So, a 15-minute quarter actually lasts only 2 and one-half minutes making the entire game 10 minutes long. The clock counts in decimals, thus, seven and one-half minutes will read 7.5. At the end of each quarter a buzzer sounds, the clock stops and briefly displays a reading of 0.0 and automatically resets to 15 minutes, unless the game is over. If game is over, clock will display score of game and 0.0 time. It will be necessary to turn game off, then on again to re-start.

KICK KEY

Used for three types of kicks:

Kickoff . . . press KICK key. Used to start the two halves, and after touchdowns, field goals, and a free kick.

Punting . . . press KICK key. See HOW TO PLAY for proper use.

Field Goal Attempt . . . press KICK key. See HOW TO PLAY.

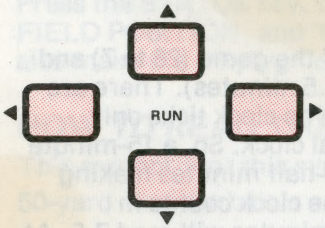
As mentioned earlier, the KICK key is also used in conjunction with the OFF switch in setting the high level game speeds of PRO 1 and PRO 2.

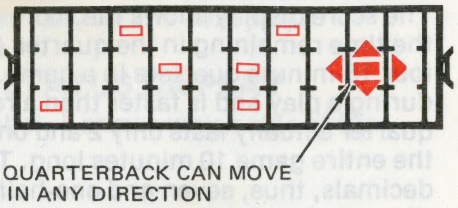
PASS KEY

Press the PASS key to initiate a forward pass from the quarterback to the receiver. (See HOW TO PLAY)

ARROW KEYS

Your FOOTBALL II game is equipped with 4 directional ARROW keys that allow you to move the quarterback or receiver in *ANY* direction. Each press of the ARROW keys is equal to one yard. Thus, if you press ARROW key twice, you may move two yards, etc . . .

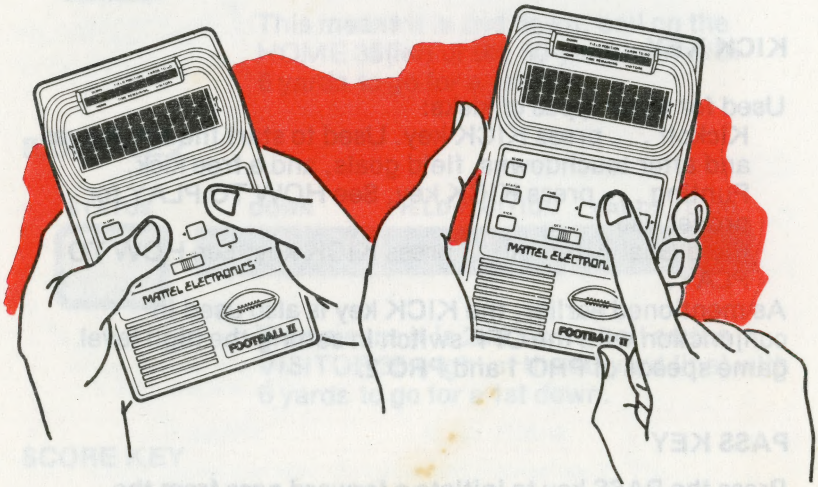




QUARTERBACK CAN MOVE IN ANY DIRECTION

HOW TO OPERATE THE CONTROLS

You may wish to try holding the game and performing basic operations just to get the feel of the game in order to determine which position is most comfortable for you.

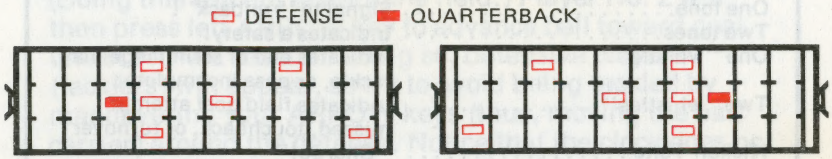


Two-handed method. Thumbs pressing keys.

Hold in one hand. Press Keys with finger(s) of other hand.

THE PLAYING FIELD

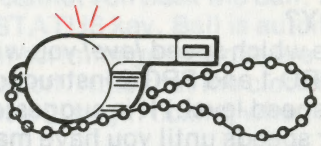
The playing field is the equivalent of 10-yards long. Thus, if you have 50-yards to go for a touchdown, you will have to run the equivalent length of the field a total of five times! If you move a runner to the end of the field, he will automatically re-appear at the beginning of the field and you can continue making progress.



HOME team play scrimmage formation. HOME team quarterback always starts each play on the *left.*

VISITOR team play scrimmage. VISITOR team quarterback always starts each play on the *right.*

TO START THE QUARTERS



1st Quarter

Turn game on . . . remember your speed levels . . . game is ready to go! HOME team will kickoff from it's own 35-yard line to VISITING team.

2nd Quarter

Press the STATUS or SCORE key . . . you're ready to go! Field position and ball position same as at end of 1st quarter.

3rd Quarter

This begins the second half! This time VISITOR team will kickoff on it's own 35-yard line to the HOME team.

4th Quarter

Press the STATUS or SCORE key! Game is ready! Field position and ball position are the same as at the end of 3rd quarter.

NOTE: BUZZER WILL SOUND AT END OF EACH QUARTER AND END OF GAME! FOOTBALL II IS DESIGNED SO THAT IF END OF QUARTER BUZZER SOUNDS, AND YOU ARE IN THE MIDDLE OF A PLAY, THE COMPUTER WILL ALLOW YOU TO FINISH THE PLAY

SOUND EFFECTS

One tone	Signal to "runback"!
Two tones	Indicates a safety!
One "whistle"	Indicates end of scrimmage play, tackle, or pass incomplete!
Two "whistles"	Indicates field goal attempt missed, touchback, or turnover!
Kickoff Tune	"Charge!"
Field Goal & Touchdown	Victory tune!
One short beep	First down!

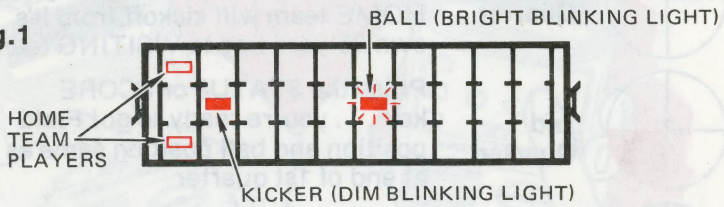
HOW TO PLAY THE GAME

READY?

Decide which speed *level* you wish to play and turn game on. (See PRO 1 and PRO 2 instructions under CONTROL KEYS to set speed level.) It is suggested that you start at the slower speeds until you have mastered the game play.

Playing field will display kickoff formation as shown in Fig.1.

Fig.1



KICKOFF

HOME team (Player No.1) always kicks off first from the left side of the field. Press KICK key for kickoff. A "Charge" tune will sound and HOME team will run to the ball and kick it down the field to the right. At this point, players will disappear from view and the ball is displayed travelling down the field several times and will go a random number of yards as determined by the computer. At the same time, the

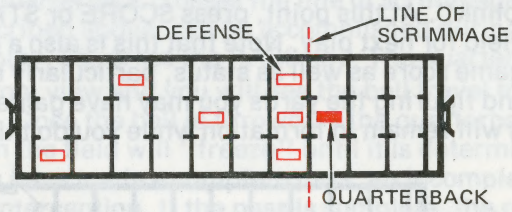
yardage indicator will "scroll" as the ball moves. The yardage indicator will be the only display visible at this time.

Two things could happen next:

1. *A "runback" situation . . .* ball will land (stop) on field and a single tone will sound. Defenders will not be visible at this point. Also at this point, you may wish to press the STATUS key to determine on what yard the ball has landed. (Doing this will not disturb the field.) Player No. 2 will then press left ARROW key to advance ball toward goal line of HOME team. In doing so, defensive players (tacklers) will appear, so try to avoid being tackled by manuevering your ARROW keys (thus, moving the ball carrier) around the defense. Notice that the clock does not start ticking until you begin the runback.

2. *A "touchback" situation . . .* The ball has landed in the VISITING team's end zone. Ball is "blinking" and a double whistle will sound! Visitor cannot run back the ball. In this case, press the SCORE or STATUS key. Ball is automatically moved to the 20-yard line of scrimmage and players will appear in scrimmage formation. Note that the clock did not lapse time during kickoff. It will begin ticking when the scrimmage play begins.

Fig.2



THE SCRIMMAGE

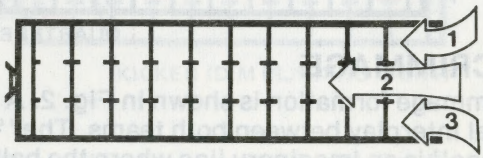
The scrimmage formation is shown in Fig. 2. A scrimmage is the actual interplay between both teams. The "line of scrimmage" is an imaginary line where the ball rests prior to beginning of play. Just like in real football, you will get 4 downs to go 10-yards (1st down) or more. A down is a play . . . a chance to score. Not until play begins.

With players in scrimmage formation, the action begins when you attempt to move the quarterback around the tacklers toward the opponents goal line. To do this, press ARROW keys in the direction you wish to move quarterback in order to avoid being tackled. Notice in Fig. 2 that the quarterback is starting only one yard behind the line of scrimmage. If you forward the quarterback directly into the defense line you will be tackled immediately and lose a yard on the play. Try moving backward a yard or two first to allow yourself a second to quickly study the computer-controlled defense. Each press of the ARROW keys is equal to one yard. The quarterback moves, the clock starts ticking, and the tacklers begin to ''rush'' the quarterback. The tacklers will react to every move you make so watch out! During the play you may be fortunate enough to make a first down. Should this occur, you will hear a short ''beep'' that serves to advise you that you have done so. The game will continue without interruption.

TACKLED?

Careful! You can be tackled from any direction, just like in real football! In the event you are tackled, a tackler will hit the ball carrier and a referee's ''whistle'' will sound. All action stops! Ball carrier (bright light) and tackler (dim light) will both ''blink''. At this point, press SCORE or STATUS key to set up field for next play. Note that this is also a good time to check game score as well as status, particularly noting the down and figuring the yards you may have gained or lost. Players will remain in formation while you do this.

Fig.3



PASSING

In a scrimmage you also have the ability to pass the ball to a receiver to assist your efforts to gain yardage and score. There are ''lanes'' (three of them) on the playing field on which the players (lights) travel. See Fig. 3. When you press the ARROW key to begin the action, a dim blinking light will

suddenly appear randomly among the tacklers. This dim blinking light is your receiver. The receiver can appear in any of the three ''lanes''. In order to initiate a pass, the tacklers between the receiver and the quarterback must have crossed the line of scrimmage and the receiver must be in the same ''lane'' as the quarterback. If a defensive tackler moves in the ''lane'' of a receiver, to get around him, (which he may) the receiver may move over a lane if he can. A defender may be blocking him there too! Receiver will be moving downfield and will stop at the end. As you can see, you may have to manuever the quarterback accordingly. Remember that it is to your advantage to move the quarterback a yard or two backward prior to throwing a pass.

Fig.4

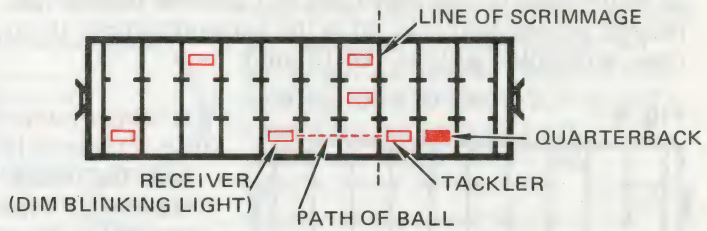
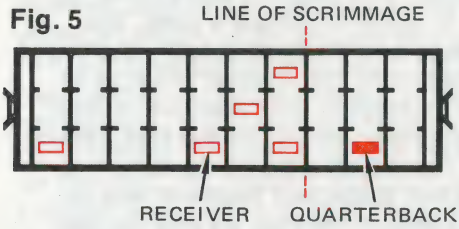


Fig. 4 displays a complete pass situation. A pass cannot be made if the quarterback crosses the line of scrimmage. A pass, as described above, can be accomplished during any scrimmage play. So, press the PASS key. The quarterback will disappear from view and you will see the ball travel toward the receiver. Once the ball is thrown by the quarterback, all motion on the field will ''freeze'' until it is determined whether you have made a complete pass, an incomplete pass, or an interception. If the pass is complete, the receiver becomes the ball carrier and movement on the field will continue without interruption. Press the ARROW keys to manuever the receiver through the defense toward your opponent's goal.

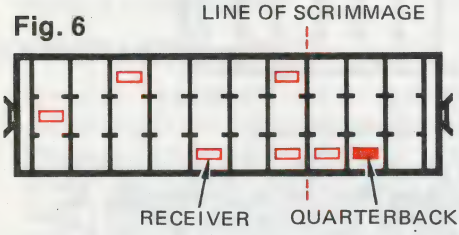
Besides performing a complete pass, two other situations may occur in a passing situation:

Fig. 5



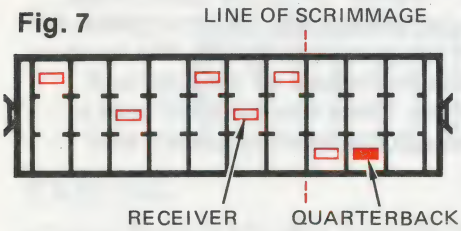
An "interception" (or turnover) means the computer-controlled defense has interfered with your pass and captured possession of the ball before the receiver could catch it. You have, in effect, "turned" possession of the ball "over" to your opponent. Either one tackler (Fig. 5) in the pass lane between the quarterback and receiver did not cross the line of scrimmage or one may have but another tackler has moved behind him (Fig. 6) in the same situation. In any case, a double "whistle" will sound.

Fig. 6



An "incomplete" pass (Fig. 7) occurs if you pass "over the heads" of the defenders (those that have crossed the line of scrimmage) and neither the receiver or any other defenders are in the same lane as the quarterback to receive the pass. In this case the ball will continue in the lane to the end of the field and stop. A "whistle" will sound and the play is over.

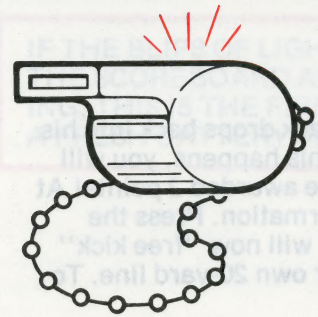
Fig. 7



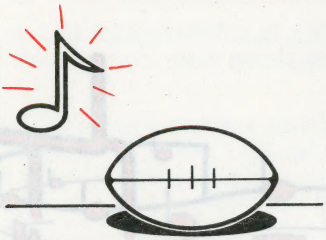
NOTE: In the event an interception occurs, your opponent will stage a scrimmage play at the point of interception. In the case of an incomplete, the ball is automatically returned to the last line of scrimmage when pressing the STATUS or SCORE key. Remember, don't focus all your attention on passing the ball. Keep one eye on the tacklers who will most assuredly be hot on your tracks!

PUNTING

The purpose of punting is to advance the ball as far from your own goal line as possible, making it more difficult for your opponent to score. It is usually done on 4th down but can be done on any down, depending on your field position. For example, if you have the ball just a few yards from your own goal line on 4th down, you would certainly wish to punt in order to move the ball further away from your goal line before a turnover occurs. To punt . . . press KICK key at start of play. The ball will travel down the field (players will disappear) a random number of yards as determined by the computer. When ball comes to rest (stops), one of two situations may occur:



"Whistle" will sound twice and ball is "blinking". A touchback has occurred. Action has stopped! Ball was punted into the end zone and cannot be run back by your opponent. Press SCORE or STATUS key for next play. Ball will automatically move toward your opponent's 20-yard line. Players will assume a scrimmage formation.



A tone will sound and playfield shows ball stopped (bright steady light) and two defenders. Ball can be run back by your opponent. Your opponent will then press an ARROW key to move ball carrier toward your goal. More tacklers will appear.

FIELD GOALS

If you do not punt, you may wish to try for a field goal! Check your field position to make sure you are close enough to opponents goal. As in real football, the closer you are, the better your chances of scoring! With players in scrimmage formation, press the appropriate ARROW key and *move quarterback two yards backward and immediately press the*

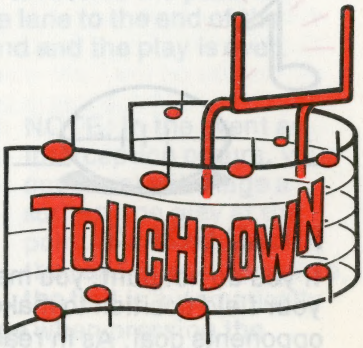
kick key. It is extremely important that you perform this action as described. If you attempt any other move by pressing any other buttons you will disqualify your attempt to make a field goal and you will have to run or pass the ball. *If your attempt is successful . . .* (ball will travel down field toward opponents goal) a tune will sound in your honor and you will be awarded 3 points! *If your attempt fails. . .* two "whistles" will sound and ball will "blink" . . . your opponent will win possession of the ball (a turnover). Press SCORE or STATUS to get field ready for next play. Ball will return to the line of scrimmage from which the field goal was kicked or if the field goal was attempted within the 20-yard line, the ball is automatically brought out to the 20-yard line.

SAFETY

A safety is scored when the quarterback drops back into his own end zone and is tackled! When this happens, you will hear two tones and the defense will be awarded 2 points! At this point you must get into kickoff formation. Press the SCORE or STATUS key to do so. You will now "free kick" the ball to the scoring team from your own 20-yard line. To do this . . . press the KICK key.

TOUCHDOWN

You score a touchdown when your ball carrier crosses the other team's goal line! When this occurs, the entire game display will flash off and on, a tune will play in your honor and you will be awarded 7 points! Press SCORE or STATUS key to get into kickoff formation after a touchdown. Play continues by kicking off to your opponent!



TAKING CARE OF YOUR GAME

- ☐ Treat your FOOTBALL II game like a calculator!
- ☐ Don't drop it!
- ☐ Don't leave it in a hot place (such as the glove compartment of an automobile or on the dashboard) or near heat.
- ☐ Avoid getting it wet or dirty.

IF THE BLIPS OF LIGHT REPRESENTING PLAYERS OR THE SCOREBOARD APPEAR TO BE MALFUNCTIONING, THIS IS THE FIRST SIGN OF BATTERY WEAR. A FRESH BATTERY SHOULD SOLVE THE PROBLEM.

MATTEL ELECTRONICS®
5150 Rosecrans Avenue, Hawthorne, California 90250

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of $10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or any other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.

2. Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also don't forget to show your return address.

3. Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for $10.00 as payment for the repair service.